BONUS CODES

GET A HEADSTART ON THE COMPETITION AND UNLOCK ALL CARS AND TRACKS, PLUS MANY MORE EXTRA GAME FEATURES...

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BEFORE YOU ACCESS, READ THROUGH THESE STEP-BY-STEP DIRECTIONS... *

1. In your game, go to Options > Bonus and write down the Bonus Number.
   YOU NEED THIS TO ACCESS THE BONUS CODES
2. Log on or call the Hintline and follow the directions to the Pro Race Driver area.
3. When requested, enter the Bonus Number you obtained in Step 1.
4. If you're buying the Codes online (requires credit card), the full set will be emailed to you.
   If you are calling the Hintline, write down the codes as they are read to you;
   you can access as many or as few Bonus Codes in one call as you like.
5. To unlock the new features, go back to Bonuses in the in-game Options Menu,
   and enter the Code/s you've obtained in the space shown on screen.

*Requires touch tone telephone.

IMPORTANT: Bonus Codes supplied are unique to your computer system and/or installation.

TOCA DTM V8 SUPERCARS GM OFFICIAL LICENSED PRODUCT LOTUS DODGE GRAB LIFE BY THE HORNS POWERED BY gamespy

PPRDCDUS05

RACE LOG

PRO RACE DRIVER

Codemasters®

GENIUS AT PLAY™

Precautions

• Do not touch the surface of the disc when handling, hold it by the edge. • To keep the disc clean, wipe gently with a soft cloth. Keep the disc scratch free • Keep the disc away from extremes of temperature, direct sunlight or exposure to excessive moisture. • Never use a cracked or warped disc or one that has been repaired using adhesives. This could lead to operating problems.

Epilepsy Warning

WARNING READ BEFORE USING YOUR VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no prior history of seizures or epilepsy. If you, or anyone in your family, has a epileptic condition, consult your physician before playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

Piracy Warning

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Copying and re-supplying games can lead to a term of imprisonment.

Think of a copied game as stolen property.

This Codemasters game is protected by the FADE™ protection system.
If you purchase an illegal copy of the game, you will be able to play it – but not for long.
As you play, the gameplay of a pirated copy will degrade.

Make sure this doesn't happen to you.
Purchase only genuine software at legitimate stores.

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CONTENTS

Installation 4
Behind the Wheel 5
In-Race 6
Drivers' HQ 7
Options 11
The Garage - Getting Ready to Race 13
Drivers Lounge 17
Pause Menu 24
Cameras 24
Action Replays 25
Damage & Pit Stops 26
Donnie's Driving Guide 27
Tech Support 28
Credits 29

Hey Ryan,

Looks like you finally made it up here to the Competition level.

The old man would be proud of you - I bet you wish he could be here to see this.

Take some advice and watch your back, don't you go the same way (like you ever listened to your brother anyway)!

Take care out there kid.

Donnie

Donnie American All Stars Champion 1999

Melanie...

INSTALLATION

Place the Pro Race Driver™ Installation Disc (Disc 1) in your CD drive and close the disc tray. Wait a few seconds for the drive to initialize. If you have Autorun enabled on your PC, Pro Race Driver™ will automatically begin to install.

If you don't have Autorun enabled, go to the Start Menu and select 'Run'. Type D:\setup (replace 'D' with the drive letter of your CD) then click OK or hit RETURN.

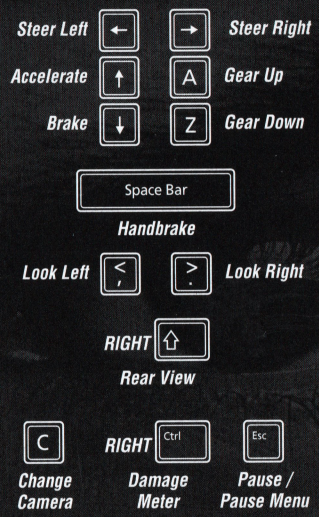
When the installation has initialized, follow the on-screen instructions to install the game.

Pro Race Driver™ requires the presence of DirectX 8.1 on your system. You will be given an option to set up DirectX 8.1 during installation.

It is advisable to have no other programs (other than those required to access the Internet) running on your PC during installation.

BEHIND THE WHEEL

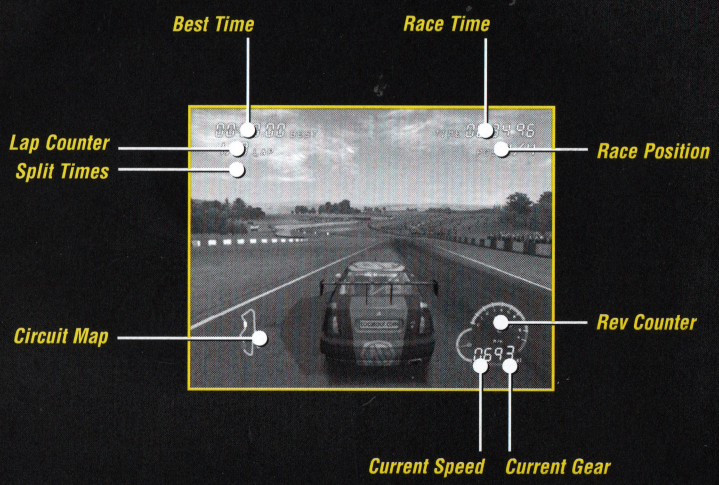
CONTROLS



MENU NAVIGATION

When navigating menus, the following controls are used:

IN-RACE

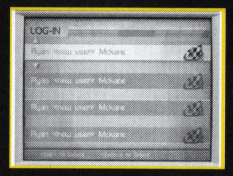


DRIVERS' HQ

Hi there, I'm Bobby Scott. Welcome to the HQ. *Come in and sit down, grab a 7 UP, have a look around. Just to help you get settled in, I'll give you a quick tour of the place…*

CAREER

Here's where you manage your entire career, get job offers, etc.
First of all, let's set you up with a user name so you can get at your mail:

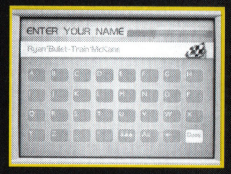


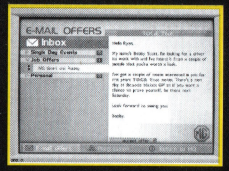
Driver Profile

In the Drivers' HQ, highlight the Computer Terminal and press RETURN. Next highlight a 'New User' slot to create a new profile, or choose a profile you've already created and press RETURN again.

New User

Type your new user name and press RETURN when you're done. To delete characters you've entered press BACKSPACE (⌫). When you're finished select 'Done' to continue to the Desktop.



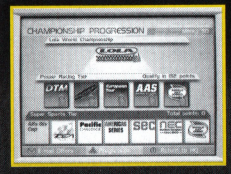


Email Offers

All your incoming messages land in your Inbox. These will include notifications of Single Day Events, Job Offers and, of course, your Personal mail too.

Look through your mails using the up and down cursor keys; as you highlight the mail title on the left of the screen, the contents of the message will display on the right. If you receive a job or test drive offer that you want to act on immediately, highlight the message so you can read it, then press RETURN to accept.

DRIVERS' HQ



Progress

The Progress screen gives you the line-up of the entire Championship structure, right from the Super Sports Tier, through to the World Championship.
To check out the details of any of the unlocked race series or to review your performance in series you've already driven, highlight the series logo and press RETURN.

Log-off

Select 'Log-off' to close down the computer and return your attention to the Drivers' HQ.

OK, so now you that know how to use the computer, you need to know how to manage your career. I can see it in your eyes; you're aiming high. I get the feeling that you're not going to be satisfied with anything less than the Number One spot in the World Championship. But you know, you're going to have to work really hard to get there – we both know you've got the talent, you've just got to let it run free.

Managing your Career

Test Drive

First up, we need to get you onto a team and that means a Test Drive to prove how good you can be. If you manage to meet the team's Test Drive criteria, they'll most likely offer you a position for the rest of the series.
In the world of racing, you're only as hot as your last performance (or so they say) and the Test Drive offers that'll turn up in your Email Inbox will reflect this. Perform well and you'll get good offers (you may even get a job based on your reputation alone); perform poorly and only the lesser teams will want to know you.
Anyway, once you see an offer that interests you, open it up and accept it. Before you know it, it'll be race day and you'll be in the garage waiting to hit the track (see Getting Ready to Race).

DRIVERS' HQ

Progressing Your Career

You're soon going to realize that the Test Drive was the easy part. You want your career to progress, don't you? Well in order to do that, you have to score points and to do that you have to finish the race in the top six places – points are given out like this:

Winner:	10 points
2nd place:	6 points
3rd place:	4 points
4th place:	3 points
5th place:	2 points
6th place:	1 point

Take a look back at the Championship structure under 'Progress' on the HQ computer and you'll see how many points you need to get onto the next tier of the Championship. Pick up contracts for the individual series through your email and keep racing until you get enough points to move up. Keep your finishing position high in those top six and you'll get to play with the big boys, no problem.

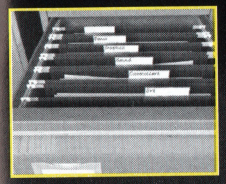
As you race through your Career, all of your successes, failures and scores are saved into your profile on the computer in the HQ. These are loaded up each time you log onto the office computer.

With each Career success, you'll open up more elements to use in other game modes – more cars, more tracks, etc. Keep racing and keep winning to get the full set.

PRO RACE DRIVER MAP

Take on the best drivers in the world. Don't worry about contacting them, if you're good enough to pose a threat, they'll be in touch with you.

OPTIONS



BONUS

If you acquire a Bonus Code, enter it here. Type in the code and press RETURN to activate it.

GRAPHICS

Use the left and right cursor keys to change, activate or deactivate on-screen settings.
Select 'Reset to Defaults' to restore the game's original settings.

SOUND

Use the cursor keys to adjust your game's sound settings.

EAX Advanced HD (Environmental Audio) ON/OFF

With EAX Advanced HD switched on, you will hear dynamically processed acoustics for an even more realistic audio experience (supported hardware only).

CONTROLLERS

To set up controllers for each player, first select the player name to enter Controller Options.

Controller Type

Use the left and right cursor keys to select the controller type or control key set for that player. Only those controllers connected to your computer will be available.

Control Assignments

Use 'Control Assignments' to reconfigure your controller or control key set if desired. First highlight the action you want to change with the cursor keys, then press RETURN. Next, press the button or key you want to assign to that action; the control is reassigned.

Note: When a button or key is reassigned, the action with which it was previously associated will have no button related to it. If you do not assign a new button to this action, it will be unavailable in-game.

OPTIONS

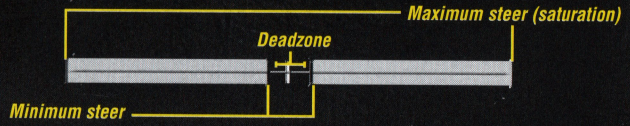
Force Feedback

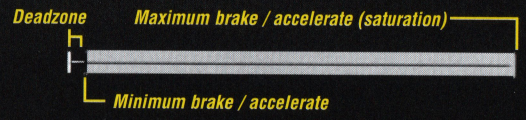
'Force Feedback' is used to control the amount of feedback returned through your gamepad or steering wheel. Where a force-feedback steering wheel (if connected) is selected under 'Controller Type', use 'Force Level' to define the strength of the force-feedback function. For gamepads, this option controls the amount of vibration fed through the controller (vibration enabled gamepads only).

Advanced (Advanced Users Only)

Enter 'Advanced' if you want to change the way your car reacts to input from your steering wheel (if connected) and other controllers such as joypads etc. 'Deadzone' defines the left and right points at which input from your steering wheel/controller begins to cause your car to steer, or the points at which braking or acceleration occurs. The 'space' between these points is the 'deadzone' where no steering, acceleration or braking will occur.

Conversely, 'Saturation' refers to the left and right points at which input from your steering wheel causes your car to hit its steering lock (maximum steer), or the points at which maximum braking or acceleration occurs on your pedals.

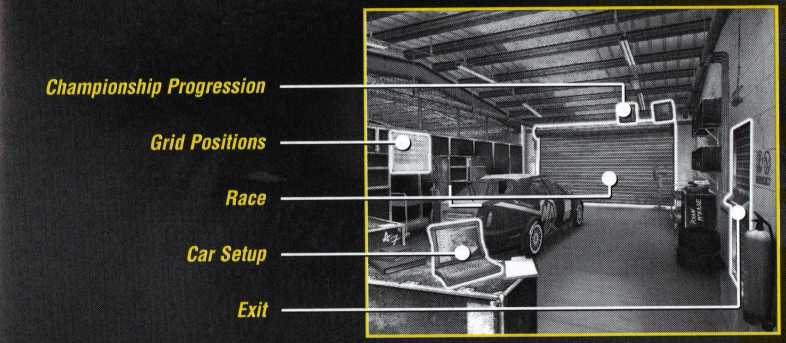


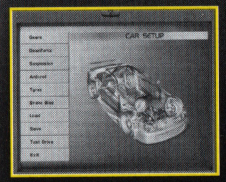


Though the default settings have been gauged to suit most players, you may want to adjust these settings to suit your driving style or preferred controller.
To restore the original settings, select 'Reset to Default'.

THE GARAGE
GETTING READY TO RACE

OK now, before you hit the track, you'll want to check out the details of your car, the race and the Championship. You can get all this piped straight to the garage floor:

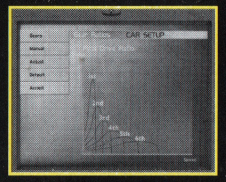




CAR SETUP

Most drivers like to tweak the setup of their vehicles from race to race so that they can get the optimum performance out of their car for their driving style and the track conditions, though many drivers also top the Championship with just the factory specs. With a little experience, you'll get to know what specs suit you and the car best.

Highlight the Laptop on the garage bench and press RETURN to enter Car Setup. Next, select the part of the car that you want to adjust from the column on the left. Once you have made an adjustment and pressed RETURN to enter it, you must select 'Accept' in the sub-menu to apply that change to your vehicle. Alternately, select 'Default' to discard any changes that you have made and restore your car to its factory settings.

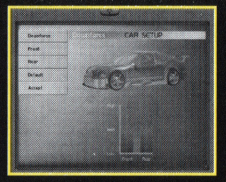


Gears

Initially, you can choose between 'Automatic' and 'Manual' gearboxes. 'Automatic' will give you a better chance to concentrate on keeping your racing line; indeed some of the World's most accomplished champions won't use anything else. However, 'Manual' will ultimately give you greater control and performance once you've got a bit of practice under your belt.

Gear Ratios

Once you've chosen your gearbox type, you'll also have the option to set its ratios.
A high ratio will give you an improved top speed, but these adjustments will also reduce your ability to accelerate at lower speeds. The reverse is also true – a low gear ratio will improve your acceleration, but your top speed will suffer as a result.
The current or default ratios are represented on the graph on the right of the screen.
When you select 'Adjust' from the Gear Ratios Menu, the first adjustable ratio is highlighted in white. While the highlight is white, press the left or right cursor keys to switch between the gear ratios shown. When the one you want to adjust is highlighted press RETURN.
The highlight will turn yellow, indicating that the ratio can now be edited using the left and right cursor keys to change the shape of the curve. Press RETURN when you're satisfied. Note that as the maximum speed of that gear is increased, the torque (pulling power) is reduced.

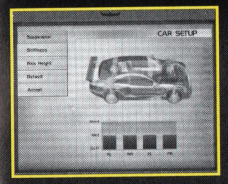


Downforce

Adjusting your spoilers affects the aerodynamics of your car and defines how much they will use the pressure differential of the passage of air over the car body to force your wheels down onto the road. The more downforce, the more grip, but there's a cost – the more grip, the more it will increase your rolling resistance and reduce your straight-line speed.

Select 'Downforce' from the Car Setup Menu to adjust your car's spoilers. Choose 'Front' or 'Rear' from the Downforce Sub-Menu, then use the up and down cursor keys to raise or lower the downforce gained from the spoiler.

THE GARAGE
GETTING READY TO RACE



Suspension

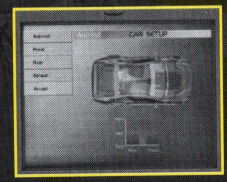
Adjusting your car's suspension will affect its road holding and ability to take corners at speed. A vehicle with soft overall suspension will not be troubled by roughness in the road surface, as each wheel is allowed to be more responsive. The cost of this however, is a marked tendency to roll over if a bend is taken too quickly. Conversely, hard suspension will improve corner-taking ability, but you may be in for a rather bumpy ride with potentially less grip.

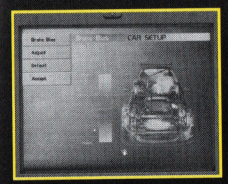
Ride Height allows your suspension more room to do its work. A high Ride Height maximizes the range your shocks can compress and expand through, allowing more major surface inconsistencies to be handled with ease, but at a cost to downforce and grip.

Anti-roll

Anti-roll settings are used to correct understeering or oversteering problems. If your car understeers too much, soften the front anti-roll bar or stiffen the rear; if it oversteers too much, soften the rear or stiffen the front.

Select 'Anti-roll' from the Car Setup Menu, then either 'Front' or 'Rear' from the Anti-roll Sub-Menu. Use the up and down cursor keys to adjust the suspension before selecting 'Accept' to apply the changes.





Brake Bias

Brake bias settings, in addition to Anti-roll, will affect the way your car handles in cornering. When any decelerating force is applied to a moving vehicle, momentum forces the car's weight forwards onto the front wheels increasing grip, and lightens the load on the back wheels decreasing grip. This can help steering into tight bends, though too much speed combined with light rear wheels can easily send the vehicle into a spin when your rear tires fail to keep the back of your car anchored.

You'll need to be careful with this tuning – overdoing the forward brake bias could mean that your front wheels will lock up more easily. Does it need mentioning that once your wheels are locked, your steering will go to pot? Avoid this at all costs.

THE GARAGE

GETTING READY TO RACE

Tyres

Though your pit crew will automatically fit the most appropriate type of tire for the race, you may want to override their decision. But do check out the weather forecast before choosing your tires; fit 'Slicks' for totally dry asphalt, 'Intermediates' if conditions are damp, or 'Wets' when it's raining.

Load

To load a previously saved Car Setup, highlight the saved setup using the cursor keys and press RETURN.

Save

Once you have found a Car Setup that suits your driving style, select 'Save' and follow the on-screen directions to keep it for re-use later.

Test Drive

Give your newly re-engineered car a spin around the track and try out your adjustments.

CHAMPIONSHIP PROGRESSION

Review a summary of your current Championship (and career) position.

GRID POSITIONS

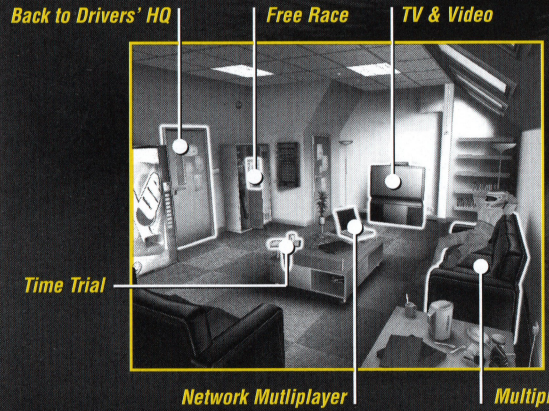
Check out the run-down and grid positions of the drivers in your upcoming race.

RACE

Highlight the garage door and press RETURN to begin the race.

DRIVERS LOUNGE

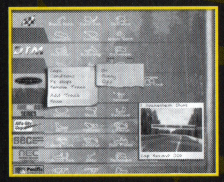
I know how tough the stress can be, when you're succeeding on the track to such a degree that the heights you're reaching are making you dizzy. This is where you get to kick back, relax and lose a bit of that tension between races.



FREE RACE

Race a series, construct a custom series or set up your own one-off race.

First choose your track or series from the grid; only those you've unlocked through your Career will be available. If you've selected a track rather than a set series, you'll see a snapshot of the track with several options to set up for the race:



Laps: Select the number of laps you want to race on this circuit, from 1 to 60.

Conditions: Choose the weather conditions that you want to drive under.

Pit Stops: Set Pit Stops to 'On' to have your race include a mandatory stop (for races of 6 laps or more only).

Qualification: Select this to add a qualification stage to your Championship (all Championships except Freestyle). Your position in qualification decides your starting position on the grid. Note: if you are racing in the AVESCO V8 Supercars championship (and you qualify in the top 10), you will also race an extra Shoot Out™ lap.

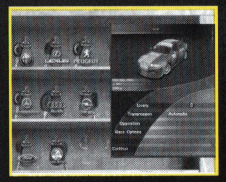
Remove Track: Remove the last track you added to a custom Championship.

Add Track: Select 'Add Track' to set up another track to be raced when the first competition has been completed. Repeat this to set up multiple tracks to form a custom Championship – you can select up to eight tracks in total.

Race: Select 'Race' to proceed to Car Selection.

When you have completed your track selection/s, highlight 'Race' and press RETURN to set up the remaining options for your race.

Note: In Free Race mode only, the points you'll score and the style of race will vary according to the series you select.



Car Selection

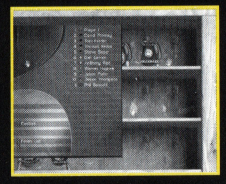
Select your car using the cursor keys to highlight the key ring of the car you want to drive from those you've unlocked, then set up its team colors (livery) and transmission.

Note: Throughout the world, only certain cars race on certain tracks. Therefore only those cars appropriate to the track you've chosen will be selectable.

Opposition

Select 'Opposition' to view the teams and drivers assigned to the track you've chosen.

If you want to change the opposition line-up, select 'Custom' on-screen, then pick the team you want to compete against in the same way as you select your car. Choose the key ring of the team from those unlocked, then select their team colors. The relevant drivers will be added to the race line-up.



DRIVERS LOUNGE

TIME TRIAL

Take a Time Trial to pit yourself against your record and try to beat your fastest time. Before you begin, select your track, car and team colors (livery) from those you've unlocked in Career Mode, then proceed to the garage and set up your vehicle. When you're ready, select 'Race' to hit the track.

To help you maintain a level of continuous improvement in your performance, in Time Trial you race against the Ghost Car. Simply beat this to improve your record.

The first time you hit the track for a Time Trial, you are joined by the Default Ghost Car which will complete a lap in a preset time. If you fail to complete a lap faster than the Default Ghost Car, you'll continue to race it until you do beat it.

When you beat the Default Ghost Car, you can save your record lap as a Custom Ghost Car which is loaded instead of the Default Ghost Car the next time you take a Time Trial on the same track. Beat this and your latest record is saved as a new Custom Ghost Car.

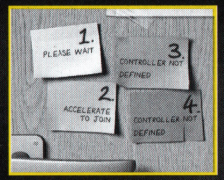
You can access and restore the Default and Custom Ghost Car through the Time Trial Pause Menu (ESCAPE).

TV & VIDEO

Sit back and relax to a few bonus videos from Codemasters.

Highlight a video name using the cursor keys, then press RETURN to play it. To stop playback at any time, press ESCAPE.

MULTIPLAYER



OK, you're well into your Career and you consider yourself something of a hotshot on the track. Now's the time to show it by racing against your buddies to prove who's the real king of the hill.
Before entering Multiplayer Mode, make sure each player's controller is set up as appropriate (see Options). If all is OK, highlight the sofa in the Drivers' Lounge and press RETURN to enter Multiplayer.

As directed on-screen, each player who wants in on the action (except Player 1) should now press the accelerate button/key on their control device to join.

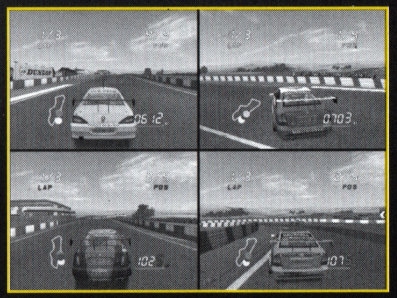
When all players have joined, it's Player 1's turn to press RETURN then select the Series, Track/s and Race Conditions (see Free Race). Next, Player 1 selects 'Race' to proceed to car selection.

Each player selects their car, transmission and team colors (livery) in turn, beginning with Player 1 who also sets up the Opposition (for 2-player races, up to six AI drivers may be added) as in Free Race.

After all players have chosen their vehicles, hit the track and get ready to burn rubber.

Player 1

Player 2



Player 3

Player 4

Note: Each player's window is color-coded to match their car indicator on the Circuit Map.

DRIVERS LOUNGE

NETWORK MULTIPLAYER

Note: Prior to starting up Pro Race Driver™ for a multiplayer race over the Internet, please ensure that your computer has an active Internet connection.

Network Multiplayer is your chance to showcase your driving skills on a global scale. Highlight the Laptop on the coffee table in the Drivers Lounge and press RETURN to start a LAN or Internet race. First set up your Network Options (see below), then choose "Internet Game" or "LAN Game" depending on whether you want to race across the Internet or a Local Area Network. The hosting and joining procedures are much the same for both types of online multiplayer game.

Network Options

Change Name:	Set your name as it will appear in multiplayer games.
Port:	Specify the network port to be used when the server is created.
Show Full Servers:	Show all servers or servers that still have places available only.
Show Ping Barred:	Display servers from which you would normally be excluded.
Quickchat Setup:	Quickchat allows you to assign short statements to the F1-F8 keys. Press any of these keys during your game to transmit the message.

JOINING A GAME

On-screen, you will see a list of all games currently running. If you are playing across a LAN there will only be a few listed, but over the Internet there will be many.

Highlight 'Join Server' using the cursor keys and press RETURN. Next highlight the game in the list that you want to join and press RETURN again to go to the lobby screen for that game.

Once you have chosen your team and/or car, go to Car Setup (if enabled by your Host) to refine your vehicle's performance (see The Garage – Car Setup). When you're satisfied with you car's tuning, exit Car Setup and select "Return to Lobby".

Finally to get onto the track, select 'Ready to Race' to indicate to the host that you have completed all your setups and are raring to go. The host will begin the race when all players are ready.

To find games running on a specific IP address across a LAN, highlight 'Specify IP Address' and press RETURN. This is useful if you are running games across a large LAN with many IP addresses; you should find out the specific IP address from the host before joining.

HOSTING A GAME

If you choose to host a race or series yourself, first enter a Network Multiplayer game as above, then select 'Create'. Now set the options that will define how your game plays out:

Server Name: Enter the name of your game. This is the name that will appear in the Server List for other players to identify your game.

Password: Create a password so that your game is open only to players that have it (you can arrange this in Chat beforehand). If you don't create a password, your race will be open to any player who wants to join.

Difficulty Level: Set the level of difficulty of the game. This acts as an indicator of the level of challenge to other players and also defines how advanced any AI drivers will be.

Series: Toggle between a Championship Series and Freestyle (selection of tracks in game). This defines the set of tracks that you can select from in your game lobby screen.

DRIVERS LOUNGE

Ping Range: Specify the ping range of joining players. This allows you to limit your race to only those players with suitable connections.

Max Players: Specify the maximum number of players in the race.

AI Opposition: Allow inclusion of AI drivers in your race.

Grid Order: Set up the grid based on a Random order, your last race's results, or your last race's results reversed.

Weather Type/Car Setups/ Damage/Handling: Define the availability or level of these settings by highlighting the relevant box and pressing RETURN.

When you've completed your choices for your server, highlight "Start Server" and press RETURN to go to the lobby screen of your game.

In addition to the normal lobby options available on screen (see Joining a Game), you also have the ability to remove a player from the game. Highlight "Kick Player" and press RETURN, then select the player you want to remove from the list and press RETURN again.

Finally select the tracks that are to be raced under "Select Track" and when all players have indicated their readiness to hit the track, select 'Start Race'.

CHAT

Most screens throughout Network Multiplayer support chat. To send a message to all other players in your room, highlight "Chat" and press RETURN. Next, type your message and press RETURN again.

To send a message during your race, press the key and type your message. Then press RETURN to send that message to other drivers on the track.

To send a message to one specific driver, press the key then type /"NAME" (where "NAME" is the screen name of the message recipient); type your message then press RETURN.

Eg: Global message = [console] >Hi all, how's it going? [RETURN]
Private message = [console] >/DAVE Hi John, how's it going? [RETURN]

PAUSE MENU

At any time during your race, press ESCAPE to halt the action and enter the Pause Menu (Note: Not all options will appear on the Pause Menu in all game modes):

Continue:	return to the race.
Sound:	adjust the sound options for your game.
Ghost Car:	turn Ghost Car On/Off and load your default or saved custom Ghost Car.
Restart:	return to the grid to begin your race over.
Retire:	retire from your test drive.
Retire Race:	quit your race and return to the garage.
Retire Championship:	retire from the series and return to HQ.
End Session:	end Car Setup Test Drive or Time Trial.
Quit Game:	end the race and return to Windows.

CAMERAS

At any time during your race, press the Switch Camera button to cycle through the cameras mounted on and within your car to get a whole new perspective on the action:

Chase cam

Bonnet cam (default view)

Cockpit cam

Bumper cam

ACTION REPLAYS

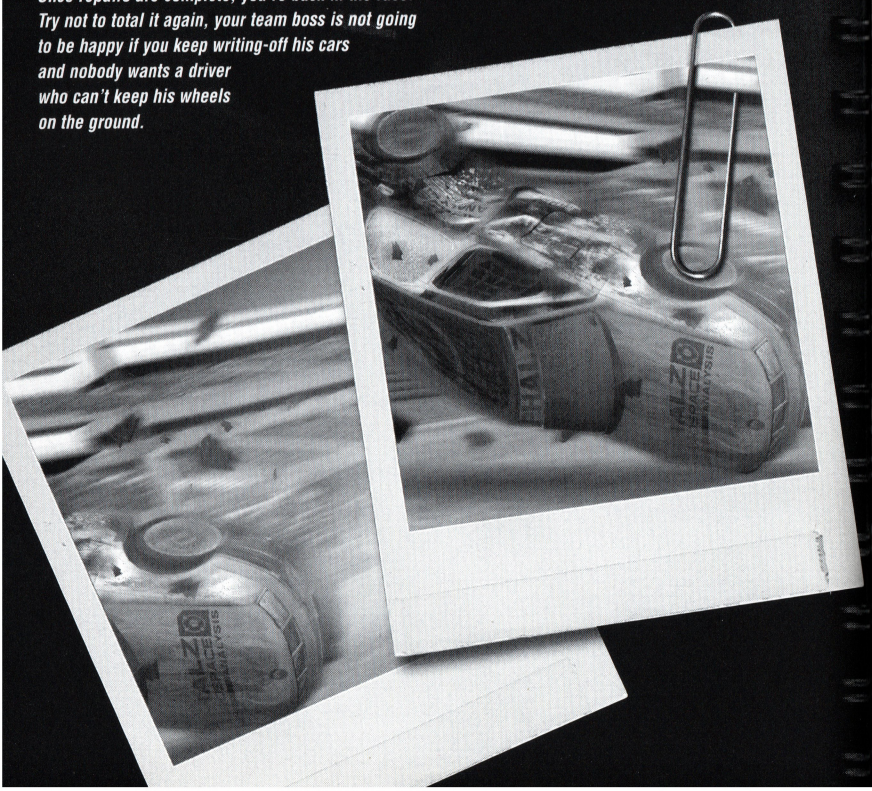
At the end of each race, press ESC or RETURN to continue on, F1 to check out a replay of the action or F2 to restart the race. During the replay, the remote control helps you to get the best view of the race. Press the appropriate number pad key to use the remote control functions and the cursor keys to pan the camera:

DAMAGE
& PIT STOPS

Now understand this, these cars are expensive! Your team boss is going to be extremely annoyed if you cruise round the track smashing up their vehicle. You're also not going to get very far in your career as a driver if you persistently wreck your wheels – every bit of damage you take is going to affect your car's handling and drivability. It goes without saying that you won't win many races if you're trying to drive at speed with parts hanging off your car.

If you do get to a stage where you can't even keep to a straight line, you'll need to take a trip to the pits. As you enter the pits, set how many repairs get completed, depending on the damage you've taken. Each repair is allocated a time; you need to decide how much time you can spare and whether it's worth holding up your re-entry to the track.

Once repairs are complete, you're back in the race. Try not to total it again, your team boss is not going to be happy if you keep writing-off his cars and nobody wants a driver who can't keep his wheels on the ground.



DONNIE'S DRIVING GUIDE

- ***Get off the grid fast – every time.*** *Don't get too enthusiastic, if it's not a rolling start, keep your revs just under the red as the lights go green or you'll wheel-spin on the spot and lose valuable seconds (I used to make that mistake all the time when I was just starting out).*
- ***Turn hard, nose down.*** *Anything that decelerates the car when you're travelling forward at speed will shift your weight forward onto your front wheels. This weight shift gives you more grip so you can turn quicker. Obviously the opposite is true too; accelerate fast and your weight shifts back – less grip for your front wheels. Jeez, even a rookie knows that!*
- ***Brakes lock, control lost. Well duh!*** *– if you brake too hard and allow your wheels to lock, you will have zero control of your car. Stop your brakes from locking by pressing and releasing them rather than just stomping hard on the pedal.*
- ***Hand on – butt out.*** *If the bend is sharper than you predicted, a quick burst of handbrake will whip out your back end. You'll lose speed and a second of control, but recovery is quicker than digging yourself out of the gravel pit. Also remember this move on tight street circuits & really sharp corners.*
- ***Point the right way.*** *If you've got a RWD car, you can use sheer power to spin round to face the way you need to go.*
- ***Crests kill*** *– and I'm not losing my baby bro' on his first outing. Watch you don't drive over the top of a hill too quickly. If you've caught air, you've no control over the vehicle. Stop this from happening by touching the brakes and turning just before the top.*
- ***Find the line.*** *The racing line will give you fastest time around the track, but don't forget to use the whole width tactically – including the rumble strips (but not the grass or the gravel pit OK?).*
- ***Get a gear.*** *Once you've got through 'automatic' driving school, for more professional driving switch to a manual gearbox for better performance (though this isn't essential to reach the top).*
- ***Know your car.*** *Make sure you're aware of what you're driving – it can make a big difference. A FWD car may be more forgiving, but with a slight hit to your power; a RWD car will give you the power but will slap you for every mistake you make.*
- ***Channel your anger – chill out.*** *You're going to get knocks and bumps, and you're going to give them out too. But be ready for the reprisals. You run someone off the road, they'll want revenge and remember, you're the new boy – you don't know the dirtiest tricks yet, but they do.*
- ***Curb your impatience.*** *When you can't get past the slowpoke at the back of the pack, bide your time. The best way through is usually to out-brake them at a bend and pass on the inside of the corner.*

TECH SUPPORT

CODEMASTERS WEBSITE

www.codemastersusa.com

Codemasters' website contains game patches, FAQs and an online version of our technical support knowledgebase. It also has a technical support request form that you can use to request assistance with this or any other Codemasters game.

EMAIL

custservice@codemastersusa.com

Please include your Dxdiag.txt file with a description of your problem. To do this, click on 'Start', then 'Run', type DXDIAG and click 'Ok'. This will display the DirectX Diagnostics screen. To send the results, simply click on the button "Save all information" and save this as a text file. Now attach this file to your email.

TELEPHONE / FAX

Before calling, ensure that you have checked our website for a possible solution and have read the Pro Race Driver™ help file which can be found on the Pro Race Driver™ CD-ROM.

To access the help file:
1. Double-click on 'MY COMPUTER' on your Windows Desktop.
2. Right-click on your CD-ROM drive.
3. Left-click on 'EXPLORE'.
4. Double-click on 'README'.

Tel: (559) 683-4468 Fax: : (559) 683-3633

Lines are open between
8:00am - 5:00pm PST Mon-Fri.

Please ensure that you are in front of your PC before calling. Your PC should also be on and in a running state (ie. not having just crashed).

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In-game music
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Original Music Composed and Arranged by Rob Lord

Ash "Death Trip 21" written by Tim Wheeler and Mark Hamilton
Taken from the album "NU-CLEAR SOUNDS"
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Produced by Ash, Chris Kimsey and Owen Morris.
Mixed by Owen Morris and Ash
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